

PENGEMBANGAN MEDIA AUDIO BERBASIS MASALAH PADA MATERI KALIMAT MUATAN BAHASA INDONESIA TERHADAP KETERAMPILAN MENULIS SISWA KELAS III SD NEGERI 27 PEMECUTAN

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ABSTRAK

Proses pembelajaran merupakan kegiatan yang dilakukan oleh guru dan siswa. Guru berperan sebagai fasilitator dan siswa sebagai perantara untuk menyampaikan pesan. Dalam penyampaian pesan tersebut diperlukan perantara, salah satunya media pembelajaran. Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media audio, (2) mengetahui validitas media audio, (3) mengetahui kepraktisan media audio, (4) mengetahui efektivitas media audio. Metode pengumpulan data yang digunakan yakni kuesioner dan tes. Data tersebut dianalisis menggunakan teknik analisis deskriptif kuantitatif dan uji-t. Hasil penelitian menyimpulkan bahwa media audio yang dikembangkan layak dan efektif digunakan dengan dibuktikan dari: (1) hasil uji ahli rancang bangun diperoleh skor 92,% (sangat baik), (2) kualitas media audio berdasarkan uji ahli isi/materi pembelajaran diperoleh skor 96,25% (sangat baik), ahli desain instruksional diperoleh skor 93,7% (sangat baik), ahli media pembelajaran diperoleh skor 94% (sangat baik), (3) kepraktisan berdasarkan respon praktisi/guru diperoleh skor 99% (sangat baik), uji perorangan diperoleh skor 94% (sangat baik), uji kelompok kecil diperoleh skor 95% (sangat baik), serta (4) uji efektivitas dengan uji-t diperoleh $t_{hitung} = 27,38 > t_{tabel} = 0,224$ pada taraf signifikansi 5% untuk $dk = 35-1$ sehingga H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan pre-test dan post-test sebelum dan sesudah menggunakan media audio. Dengan demikian, dapat disimpulkan bahwa produk media audio berbasis masalah layak dan efektif untuk diterapkan pada mata pelajaran Bahasa Indonesia khususnya dalam keterampilan menulis.

Kata kunci: ADDIE, Audio, Keterampilan Menulis, Bahasa Indonesia

PROBLEM-BASED AUDIO MEDIA DEVELOPMENT ON THE MATERIAL OF SENTENCES IN INDONESIAN LANGUAGE CONTENT ON THE WRITING SKILLS OF GRADE III STUDENTS OF STATE ELEMENTARY SCHOOL 27 PEMECUTAN

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ABSTRACT

The learning process is an activity carried out by teachers and students. The teacher acts as a facilitator and the student as an intermediary to convey the message. In conveying the message, an intermediary is needed, one of which is learning media. This study aims to (1) describe the design of audio media, (2) determine the validity of audio media, (3) determine the practicality of audio media, (4) determine the effectiveness of audio media. The data collection methods used were questionnaires and tests. The data were analyzed using quantitative descriptive analysis techniques and t-tests. The results of the study concluded that the developed audio media was feasible and effective to use as evidenced by: (1) the results of the design expert test obtained a score of 92.% (very good), (2) the quality of the audio media based on the content/learning material expert test obtained a score of 96.25% (very good), the instructional design expert obtained a score of 93.7% (very good), the learning media expert obtained a score of 94% (very good), (3) practicality based on practitioner/teacher responses obtained a score of 99% (very good), individual tests obtained a score of 94% (very good), small group tests obtained a score of 95% (very good), and (4) effectiveness tests with t-tests obtained $t\text{-count} = 27.38 > t\text{-table} = 0.224$ at a significance level of 5% for $dk = 35-1$ so that H_0 was rejected and H_1 was accepted, which means that there is a difference in the pre-test and post-test before and after using audio media. Thus, it can be concluded that problem-based audio media products are feasible and effective to be applied to Indonesian Language subjects, especially in writing skills.

Keywords: ADDIE, Audio, Writing Skills, Indonesian